

The Official

# MOON SHUTTLE<sup>®</sup>

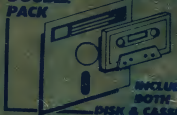
by Nichibutsu



ATARI<sup>®</sup>  
400/800/1200  
16K  
DISKETTE &  
CASSETTE

**Data**soft Inc.<sup>®</sup>  
PERSONAL COMPUTER SOFTWARE

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computer!

You think it may be just another routine Moon Shuttle flight as you blast your way through your first asteroid shower. But wait—what are those up ahead? They look like the enemy's rocket-launcher forces!! They're flying in and out of your sights, making it nearly impossible to shoot them down. And even if you succeed, it looks like an even denser asteroid shower up ahead!

As the pilot of this spectacular Moon Shuttle flight, you repeatedly encounter unexpected dangers as you blast your way through asteroids, bomb launchers, expandos, and man-o'-wars.

And just as you think you've hurdled the final obstacle—you begin again, only this time makes the last onslaught look tame!!!

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# ***MOON SHUTTLE***®

by Nichibutsu

## A Computer Arcade Game



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**MOVSHUTTLE**<sup>®</sup>

CAT. NO. 1205



*The Official*

# **MOON SHUTTLE<sup>®</sup>**

by Nichibutsu

## **A Computer Arcade Game**



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**Moon Shuttle**®

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**MOON SHUTTLE®**

**By NICHIBUTSU**

**ATARI  
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# STRATEGY



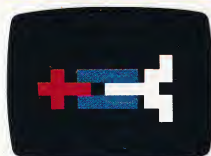
**ASTEROIDS** As you begin your Shuttle flight the first obstacle you encounter is an asteroid belt composed of multi-sized asteroids. You can destroy the asteroids by firing missiles. Blast a pathway through the asteroid belts and you will earn bonus points. Beware—you will encounter the asteroid belts again, and each set of asteroids will move faster than those previously encountered.



**MYSTERY SHIP** During some voyages through the asteroid belts you may spot a Mystery Ship trying to masquerade as an asteroid!



**BOMB LAUNCHERS** These creatures move wildly about the screen until they are about to fire at you. Watch them carefully! Bomb Launchers (like all your non-asteroid foes) have the mysterious ability to summon reinforcements whenever you kill one of them. You will not be able to kill a Bomb Launcher if you hit it while its white top is pointed down.



**EXPANDOS** You know when an Expando is about to fire because it will expand first. You must quickly move right or left to avoid its line of fire.



**MAN-O'-WARS** Man-O'-Wars are most menacing because they give no warning when they are about to fire.



**BLOB MEN** These aliens come in two sizes. The first to appear will be the largest. When you hit one with your missile it will divide into two smaller sized Blob Men. Now you have twice the threat, and these smaller Blob Men will fire at you! The Blob Men are quick; you must constantly be on guard!

If you are able to complete one attack cycle and still remain alive, congratulations! Succeeding cycles repeat what you have just experienced at more difficult levels. Asteroids will move faster, and the aliens become more vicious!

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Game Programming: Mark White and Greg Hiscott  
Graphic Artist: Kelly Day  
Documentation: Jean Stedman  
9421 Winnetka Avenue Chatsworth, CA 91311

Game Graphics ©1983 Nichibutsu U.S.A.  
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## REQUIREMENTS

- ATARI 400/800/1200XL Computer (16K)
- Disk drive (ATARI 810 or compatible) OR cassette player (ATARI 410 or compatible)
- TV set or video monitor
- Joystick

## INSERTING THE CASSETTE

Turn off your computer and remove all cartridges. Turn on your TV or video monitor. Insert the MOON SHUTTLE® cassette into your tape player and press PLAY. (Note: rewind tape if previously played.) Hold down the [START] key on your computer while you turn your computer on. When you hear the "buzzer" press [RETURN]. The tape will now load and run automatically.

## INSERTING THE DISKETTE

Turn off your computer and remove all cartridges. Turn on the power to your TV or video monitor and disk drive #1. Wait for the red "drive busy" light to turn off. Insert the MOON SHUTTLE diskette and close the disk drive door. Now turn on the computer. The program will load and run automatically.

## INSERTING THE CARTRIDGE

Turn off your computer and remove all cartridges. Turn on the power to your TV/video monitor. Insert the MOON SHUTTLE® cartridge in the slot inside your computer (left slot on 800 and outside left slot on the 1200XL). Turn the computer on. The program will load and run automatically.

## THE JOYSTICK CONTROLLER

Connect a joystick to controller jack #1 on your computer. Push the joystick to the left or right to move across the screen. Push it up (forward) to move faster and release it to move more slowly through the asteroid belts. Your ship will not move forward during confrontations with non-asteroid foes.

For the ATARI Computer by Mark White and Greg Hiscott

## THE OPTION KEY

Press the OPTION key for 2 player game—note indicator at top of screen.

## THE START KEY

Press the [START] key to begin a game. You may also press the button on your joystick to begin a game.

## THE ESCAPE KEY

Press the [ESC]ape key to pause a game while in progress. Press any key to resume play.

## THE SYSTEM RESET KEY

Press the [SYSTEM RESET] key to abort a game and return to the beginning screen.

## P O I N T S

### SCORING

Each target is worth the following points:

Large asteroids	50
Medium asteroids	30
Small asteroids	20
Bomb Launchers	90
Expandos	90
Blob Men	90
Man-O'-Wars	90
Mystery Ship	One extra moon shuttle

### SPECIAL BONUS

For Each 10,000 points earned: One extra moon shuttle

For blasting through an asteroid belt you will receive the following bonus points:

First Belt	500
Second	1000
Third	1500
Fourth and Beyond	2000



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- ☐ Computer programming aides

☐ Other ideas \_\_\_\_\_

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Miss \_\_\_\_\_ Last Name \_\_\_\_\_ First \_\_\_\_\_ Middle Initial \_\_\_\_\_

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Phone (\_\_\_\_) \_\_\_\_\_ Age \_\_\_\_\_ Company \_\_\_\_\_

Name of product \_\_\_\_\_ Date purchased \_\_\_\_\_ Purchased from \_\_\_\_\_

Catalog number \_\_\_\_\_ Serial number \_\_\_\_\_ Type of computer you own \_\_\_\_\_

Primary use \_\_\_\_\_ Number of disc drives \_\_\_\_\_ Additional accessories \_\_\_\_\_

Had you seen this type of product before? ☐ Yes ☐ No If "yes", where? \_\_\_\_\_

What in particular did you like (or not like) about our product and why? \_\_\_\_\_

How would you rate our instructions (documentation) and why? \_\_\_\_\_

Suggestions \_\_\_\_\_

- ☐ Add me to your mailing list ☐ Continue ☐ Change ☐ Delete

**C 88011**





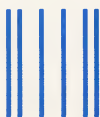
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